T28

TURNIP28

THE SHATTERED LANCE

ROBIN

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The Shattered Lance

"Gravest news, majestic and tyrannical Lordship. The Marsh Barons, those despicable and treacherous dogs, have betrayed us.

Siege towers are at our walls. Rain soaked men-at-arms hack each other to pieces on our ramparts. Trebuchets hurl great stones against the keep. Our villages are beset by superstition.

Oh miserable sire, a great beast has been seen on moonless nights screeching out your name.

My most grovelworthy Lordship, the Lance is broken and Cist is at war!"

The Shattered Lance, the second appalling expansion of the squelchy wargame, *Turnip28*. In terms of balance, please approach this first version like you would a tottering siege tower made of custard.

A Life in Ruin

Geets, impenetrable city of castles, capital of Cist, sprawls like the limp body of an old drunk across a vast mire, its waterlogged fields and crumbling barricades clogged thick with the corpses of fallen invaders. Like a damp sandwich eagerly eyed by an unemployed architect, the city hangs on the precipice of disaster.

The Sycophant, sole advisor to the many Lords and Ladies of the city, unhooked his hunched back from the complicated pulley system and clacked his stumps down onto the dusty floorboards of the bare room.

"Still squiring from home, I see Bert?"

"Yes, Sir."

Bert, his middle aged squire, friend and confidant, pulled a set of iron tweezers from his belt and began work, removing the rusted arrow heads painfully lodged in the diminutive secretary's behind.

"Go anywhere nice today, Sir? Saw you traveling up and down the Grapples since early morning."

The Grapples were a work of genius, a set of hooks, wires and pulleys strung from tower to tower, allowing the much needed adviser to travel the city, from fortified privy to turreted throne room, without having to set foot near the bloody street battles that raged below.

"Bert, I think it is getting worse."

The ancient city had seen better days. Its criss-cross mess of concentric citadels had been under siege from itself for at least half a century now, and yet no one remembered it ever being this bad.

"It all started when they found that lance, Sir."

The Shattered Lance. The weapon murderous Bolg used to slay his whimpering brothers as they fled through the tangled root warrens of Snuel, the ancient site of the city's first founding. Why a shiv from a long dead shrub lord was so important, the adviser didn't quite know, but as the cities heavily armed and self appointed marsh barons believed owning a single piece of its decayed and beetle-eaten shaft granted them the right to rule, he wasn't going to argue.

The Sycophant, his belly rumbling, with only a meagre lunch of vinegared woodlice packed into his codpiece, set off along the Grapples to inform another petty king about their upcoming regicide.

Dying fires from burning piles of things he didn't want to think about sent great plumes of smoke into the sky, stinging his eyes and coating his tongue with ash.

"I should have filled up on gravel at breakfast" the Sycophant thought to himself. "Bert always warned me that sieges play hell with my digestion."

Below the Grapples, emaciated marsh dogs prowled the streets. Great ghoul-like packs, mouths slavering, snuffling their way under doors and into hovels, overwhelmed by the scent of the butchered and still dying besiegers.

The journey was taking the Sycophant deeper and deeper into the city, as streets of mossy cottages gave way to cold grey stone.

It was starting to rain.

High in the parapets, carrion spuds perched on every gargoyle, squatting in their own filth, leathery wings wrapped tight against the weather, undisturbed by the passing Sycophant and his codpiece. The spuds waited for a sweeter meal, when the last exhausted defenders finally collapsed and exposed their warm bodies to the flying vegetable's parasitic tendrils.

The Sycophant passed a newly installed Hagstone toll gate and entered Squabbler's Pentangle, the city's fortified merchant district. Heads on pikes littered its battlements, a spectacle of gibbeted besiegers hung from iron cages, their slowly rotting forms, sick and delirious from some unknown disease.

"Bloody influenza marketing." Thought the Sycophant as he plummeted out of the sky and landed with a crash, sending rats the size of tax collectors skittering under the stalls.

It was market day, and the 'square' was bustling with life. Wretched peasants, damp from head to foot, tottered this way and that, plying their trade. A column of longbowmen haggled for sausage strings, apprentice farriers handed out horse shoe samples on those little sticks, while an apothecary made unpleasant squelchy sounds from behind his plague window. From the market's oubliette, shaven headed monks, protective charms slung around their scrawny necks, and backs piled with indescribable odds and, often very pointy, ends, wailed promotional slogans.

Like the spuds, the peasantry of Geets existed in a comatose fugue, almost happily oblivious to the terrifying violence raging around them. Trade in pulled teeth was up, the stores of broken breastplates were full, and with smart investments and a diversified portfolio in splattered brains, many saw great futures in the tanning markets.

News of the lance's discovery, however, had awoken the worst natures of the city's more noble inhabitants. Even a small sliver of the lance could grant the right to rule, so many of the roving Regiments had hurried to the city, hundreds of despicable and incredibly optimistic leaders greedy for fortune and power.

"What do you mean, they're dead?!" Screamed the Burgermistress, covering the Sycophant with spittle, her enormous body shaking with rage.

The Sycophant had the unpleasant task of informing the Lady about the failure of her recently hired Murkian Newtsmen.

"What exactly stopped them from taking the gatehouse, wretch?"

"It was a soap cart full of enraged washer women, Ma'am."

The Sycophant frantically hooked himself to a Grapple, as the furious noble loaded her crossbow. Message delivered, the Sycophant shot out across the city, leaving the market, the Burgermistress' threats, and the whistle of poorly aimed crossbow bolts far behind him.

Siege Warfare

Bert's body ached as he climbed. The enormous siege ladder shook as he heaved a mud slicked sabaton up to the next wrung. The siege ladder's creaking frame, a relic of older times, had been passed down from father to son for almost a century, and seen much use in the bloody campaign against the Barons.

It was tradition that the lice ridden lads of the Regiment donate a piece of their plate armour to the brave warriors destined to be first over the walls. Bert had a chamber pot.

An avalanche of missiles rained down on Bert's 'helm' as he muttered the name of another root vegetable. One for each wrung, a ludicrous ritual, and one he believed for certain would keep him alive.

Scenarios: The 6 scenarios of the Shattered Lance tell the gruesome tale of the Mad King. From early raids on surrounding hamlets, all the way to the merciless and desperate strike on the throne room itself.

The scenarios in the shattered lance can be played on their own, or as part of a set of linked games with an evolving narrative.

If players would like to add even more evolution to their narrative, they may wish to play with the optional rules below:

Absolute Misery: After every game, the loser has suffered an absolutely traumatic loss, and after rallying what is left of their defeated troops, must roll a D6 on the **Table of Absolute Misery**.

The table provides the losing player with a mini objective that lasts for the entire campaign. If the requirements of the misery are completed, the player earns a reward, an amount of Norberts, that can be spent on powerful relics (page 17), that can hopefully be used to claw a way back to victory.

A player may have multiple miseries on the go at the same time.

As always, players are encouraged to model a suitable token for their misery.

Table of Absolute Misery:

1. **Crippling Cowardice:** **Reward: 5 Norberts**

   Place 1 *jeering peasant* token on 1 Follower unit you control.

   Requirements: The unit with this token must survive an entire game AND have performed 1 successful charge order.

2. **Lost Colours:** **Reward: 5 Norberts**

   Give your opponent 1 *regimental standard* token to place on 1 Follower unit they control.

   Requirements: Slay the enemy unit with this token in melee.

3. **Stuck in the Mud:** **Reward: 5 Norberts**

   Give your opponent 1 *lost socks* token to place in a piece of dangerous terrain at the start of the game.

   Requirements: A unit you control must end its move wholly within that piece of dangerous terrain.

4. **Out of Shape:** **Reward: 5 Norberts**

   Place 1 *drill seargent* token on 1 Follower unit you control.

   Requirements: The unit with this token must retreat a distance of over 18" in total over the course of the game.

5. **Target Practice:** **Reward: 8 Norberts**

   Place *1 arrow bundle* token on 1 Follower unit you control.

   Requirements: This unit must shoot 5 times in one battle.

6. **Overwhelming Loneliness:** **Reward: 10 Norberts**

   Place 1 *picnic token* on 1 Toff you control.

   Requirements: Win a Toff Off!

Destructible Terrain

Geets, the decrepit capital city of Cist has suffered many years of inner turmoil. Huge walls rise out of anemic farmland, looming above a hundred smaller citadels. Every inch of the capital is heavily fortified. Its starving citizens toil for their cruel Lords, rebuilding crumbling walls and erecting fearsome palisades in a desperate attempt to push back their besieging neighbours one more time.

A strange projectile, covered in blood and rude carvings, obviously hurled by some obnoxious siege dweeb, smashed through the ladder, splintering the wood, ripping it from the parapet, knocking the escalade off the wall, and destroying Bert's chamberpot.

"Blimey there goes my savings."

"Apparently, things are even worse than we possibly imagined" exclaimed the Sycophant, brushing off the dust.

"Oh that is good news sir."

Destructible Terrain: The Shattered Lance introduces 1 new piece of terrain specifically designed to represent the chaos of Siege warfare: *The Hovel.*

Ramshackle Buildings: Each piece of destructible terrain is unique, in that it counts as a unit as well as a piece of terrain. This means that pieces of destructible terrain come with its own unit profile and must obey all rules that apply to units on the battlefield.

Destructible Terrain:

- Can be shot at or charged.
- Cannot be moved through, and other units cannot end their move within 1" of destructible terrain, except when charging or retreating.
- Is considered impassable terrain for retreats.
- Can receive panic tokens.

Who Lives 'Ere?: Destructible terrain can't receive orders, return fire, even if its controlled by a player. IT however can attack back in melee, as the inhabitants try their best to welcome their new guests.

Each scenario will give detailed instructions on how to use and sett up your new pieces of terrain.

My most insipid lordship. Put down your overflowing goblet of poison for a second. Seven raving architects have been fished from the oubliette to aid us in our time of need.

Remember: Terrain and basing in Turnip28 is always given as a rough guideline. Players are encouraged to construct their fortifications first, and not to worry about base sizes later.

Hovel (1 Model)

Size: 2" / 4"

"What a melancholic excuse for a home. Wattle, daub and misery."

M	A	I	W	V
0"	6	6+	6	3+ / 5+

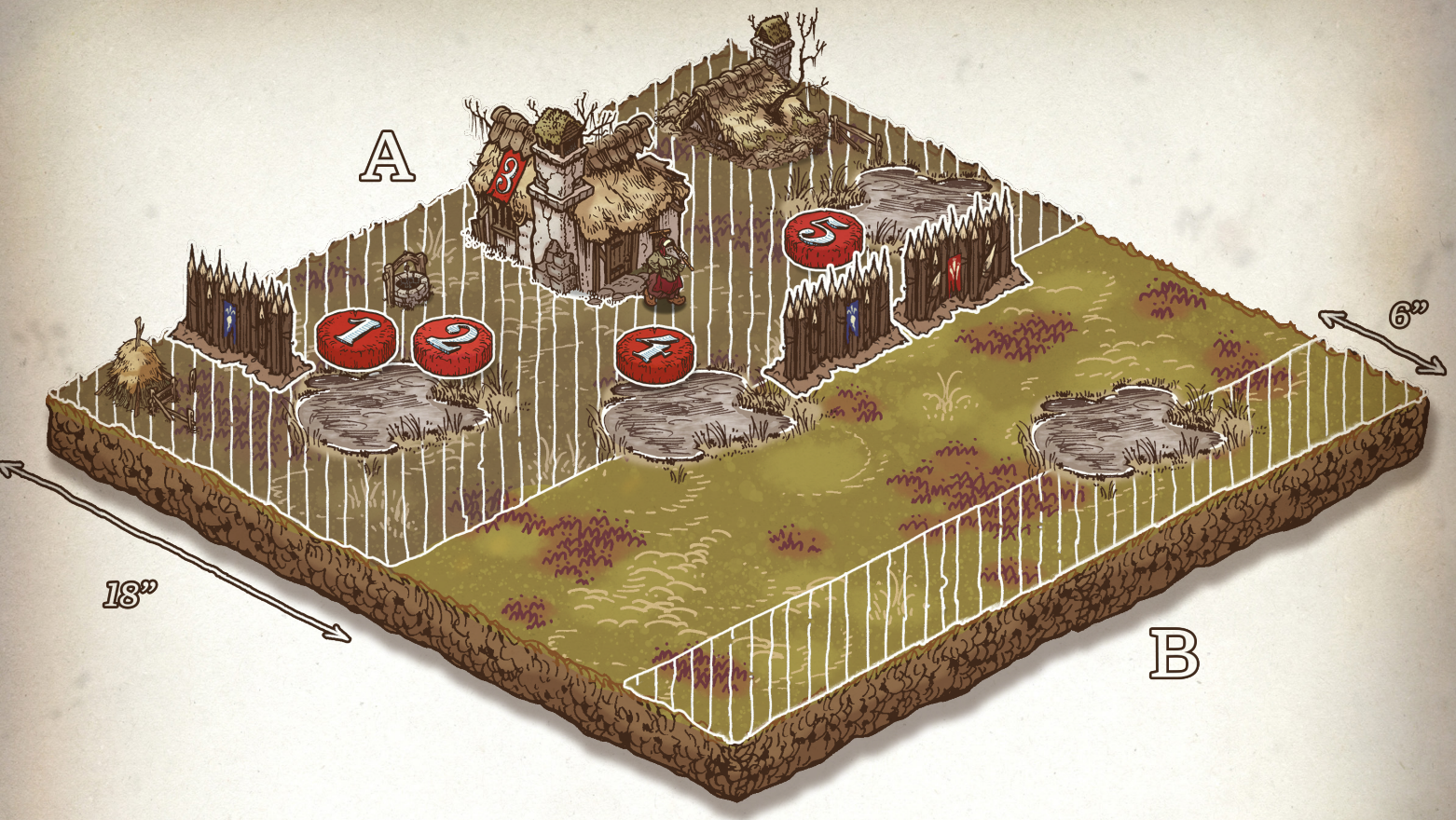
Stagnant Foundations: This unit can never move, charge or retreat for any reason.

Crumbling Ruin: You may target this unit as if it were the closest, you may also choose to ignore it.

It still blocks line of sight.

The unit has a Vulnerability of 3+ against shooting attacks and 5+ against melee attacks.

Total Collapse: When this unit suffers its last wound, it is demolished in as cloud of splinters and stone. All units within 2D6" must retreat directly away, starting with the closest first.



Mandragor

While the main army leads the assault on the Barbican, we have been chosen to fight our way into the rotting stockade of Mandragor and win over as many citizens to our cause as we can. Every peasant we can convince to join us is one more spear to stab into the Mad King's corpulent heart.

Board Size: 36" x 36"

Terrain Layout: Players take turns to place 1 piece of dangerous terrain on the edge of their deployment zones.

The Defender places **1 Hovel** within 6" of their board edge, **A**.

Then, players take turns to place 1 piece of dangerous terrain wholly within the Defender's deployment zone. Each piece must be within 8" of another dangerous terrain and not within 8" of the Defender's board edge.

The Defender then places **3 pieces of cover** in their deployment zone, not within 1" of another piece of terrain.

Deployment: The Defender deploys 1 Toff and its Followers, the Attacker deploys their whole Regiment.

At the start of each round after the first, the Defender deploys 1 remaining Snob and its Follower on their board edge.

Deployment Zones: The Defender sets up 18" from their board edge, **A**. The Attacker must set up within 6" from their board edge, **B**.

Objectives: Each objective marker represents one of the Defender's many miserable serfs, hard at work washing bloodied rags, fishing for eels or crying into the mud.

The Defender secretly assigns 4 objective markers with the scores: 1, 2, 4 and 5.

The Defender places these 4 objectives in base to base contact with any of the dangerous terrain in their deployment zone.

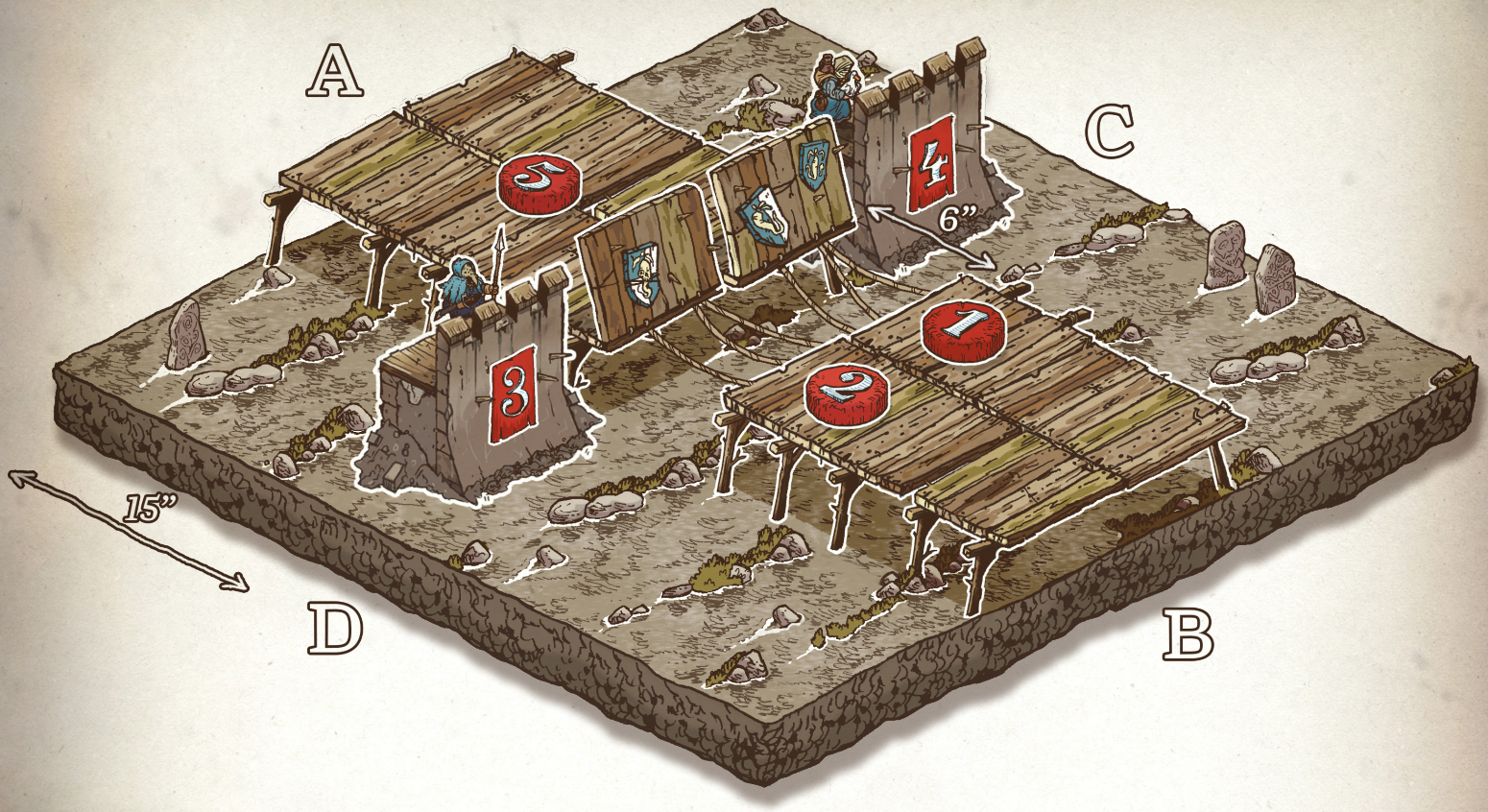
If the Attacker captures an objective, the peasant is threatened and reveals its score.

Victory Conditions: The game ends after 4 rounds. At the end of the game, the scores of all objectives are revealed. Players score victory points equal to the score of each captured objective. The player with the most victory points wins. If the game is a draw, both players lose.

Burn it Down!: If the Attacker destroys the Hovel, the attacker scores 3 Victory points.

Scenario Blunder: *My Lord! Watch out!*

The camp's washerwomen have launched an erratic bombardment of stones towards your idling unit. The unit suffers D3 Wounds and retreats towards its board edge. These can be prevented by a vulnerability roll.



Salvation

The impossible has happened, the Mad King, despite uncountable losses, has held the Barbican. Our vanguard must cross the Gallowmarsh Gate, and meet with the Traitor, a despicable creature, who says they can find us another way into the city.

Board Size: 36”x 36”

Terrain Layout: Create the Gallowgate bridge, a distinctive area consisting of two 6” wide, 36” long paths that run through the centre of the board.

Towards the centre of the board, roughly 15” up the bridge lays the Gallowmarsh gate itself, consisting of two 6” areas of dangerous terrain representing the drawbridges and two pieces of defensible terrain.

Everything outside the bridge and gate is considered dangerous terrain.

Deployment: At the start of every round, the Attacker may deploy 1 Snob and their Followers in their deployment zone.

The Defender deploys their Toff and 2 Followers inside the defensible terrain. At the start of round 2, and at the start of every round after, the Defender deploys 1 Snob and their Followers in their deployment zone.

Deployment Zones: 6” from the players respective Board Edge

Objectives: Place objectives as shown on the diagram. 1, 2 and 5 are placed within 6” of the drawbridge.

All objectives start out as captured by the Defender.

Lower the Drawbridge: If the attacker has possession of either objective 3 or 4, placed in the defensible terrain, its respective drawbridge is lowered, and the area under it is no longer considered dangerous terrain.

Victory Conditions: The game ends after 4 rounds. At the end of the game, Players score victory points equal to the score of each captured objective 1, 2, 3, 4 or 5. The player with the most victory points wins. If the game is a draw, both players lose.

Scenario Blunder: Its market day, and a swarm of enraged Geetian fowl are heading towards the city! Roll a D6 to find out which section of the bridge they cross, and in which direction:

1: Both sections, from **A** to **B**.
2: Section closest to **C**, from board edge **A** to **B**.
3: Section closest to **C**, from board edge **B** to **A**.
4: Section closest to **D**, from board edge **A** to **B**.
5: Section closest to **D**, from board edge **B** to **A**
6: Both sections, from **B** to **A**.

All units even partially in the geese’s path must retreat directly towards the closest board edge, **C** or **D**. If the Drawbridge is still raised, the geese plummet into the marsh and do not continue their journey.

Drawn & Quartered

“Can’t you even count!?”, the Traitor’s head screamed.

The Traitor has promised to lead us to a weak point in the Barbican if we can reunite him with his severed limbs. I do not trust this creature, but what other choice do we have?

Board Size: 36”x 36”

Terrain Layout: Players take turns to place 1 piece of dangerous terrain, anywhere outside their deployment zone, and not within 6” of any other piece of terrain, until there are 4 pieces of dangerous terrain on the board.

Deployment: Both players deploy 1 Toff and its Followers, on the board.

At the start of each round after the first, each player deploys 1 remaining Snob and its Follower anywhere in either player’s deployment zone.

Deployment Zones: The Defender sets up 6” from their board edge, **A**. The Attacker must set up within 6” from their board edge, **B**.

Bodysnatching: When a unit captures an objective, it picks it up and can no longer be captured by the enemy. If a unit with an objective retreats or is slain, it drops the objective, placing it in base to base with one of its models, before it is moved. **The objective can only now be recaptured.**

Objectives: Take 7 distinctive dice, then drop them in the centre of the board so they scatter across the table in a random pattern. Next, each player removes 1 dice from the board.

The 5 remaining dice represent the traitor’s severed body parts and are your objectives.

Reroll: If one player is unhappy with the layout, drop the dice again, but only use 6 dice. This time, the player who asked for the reroll may not remove a dice.

Victory Conditions: The game ends after 4 rounds. The player who controls the most objectives at the end of the 4th round is the victor. If the game is a tie, both players lose.

Piece it Together!: If a single unit collects a total of 3 body parts, they have enough to put the Traitor back together, their controller is victorious.

Scenario Blunder: Your snivelling peasantry mistakenly believe there to be another trator in the Regiment.

The blundering unit must charge the closest friendly unit. If its target is reached, only one bout is fought, and its target cannot fight back.

The Barbican

We have been chosen to die. The Traitor has led us through the marshes to a section of the Barbican, seemingly lightly defended. We must put their hovels to the torch before our vanguard is overwhelmed.

Board Size: 36"x 36"

Terrain Layout: Players take turns to place 1 piece of dangerous terrain, anywhere in the 6" outer deployment zone, and not within 6" of any other piece of terrain, until there are 4 pieces of dangerous terrain on the board.

The Defender places **3 Hovels**, **2 pieces of Defensible Terrain** and **2 pieces of Cover** within their inner deployment zone.

Deployment: The Defender deploys 1 Snobs and their Followers within the inner deployment zone, **A**.

The Attacker deploys their entire Regiment within the outer deployment zone, **B** and **C**.

At the start of each round after the first the Defender deploys 1 remaining Snob and their Followers within the inner deployment zone.

Deployment Zones: 24" from the Defender's board corner, **A**, known as the *Inner Zone*, and 6" from Attacker's board edges **B** and **C**, known as the *Outer Zone*.

Objectives: The Defender places 1 objective in the centre of the inner zone, and 1 objective in the outer zone so that it can draw line of sight to the 1st objective.

Victory Conditions: The game ends after 4 rounds. The Attacker and Defender score 1 point for each captured objective. The Attacker gains 1 point for each destroyed hovel, while the Defender gains 2 points if at least 1 Hovel remains standing. If the scores are tied, both players lose.

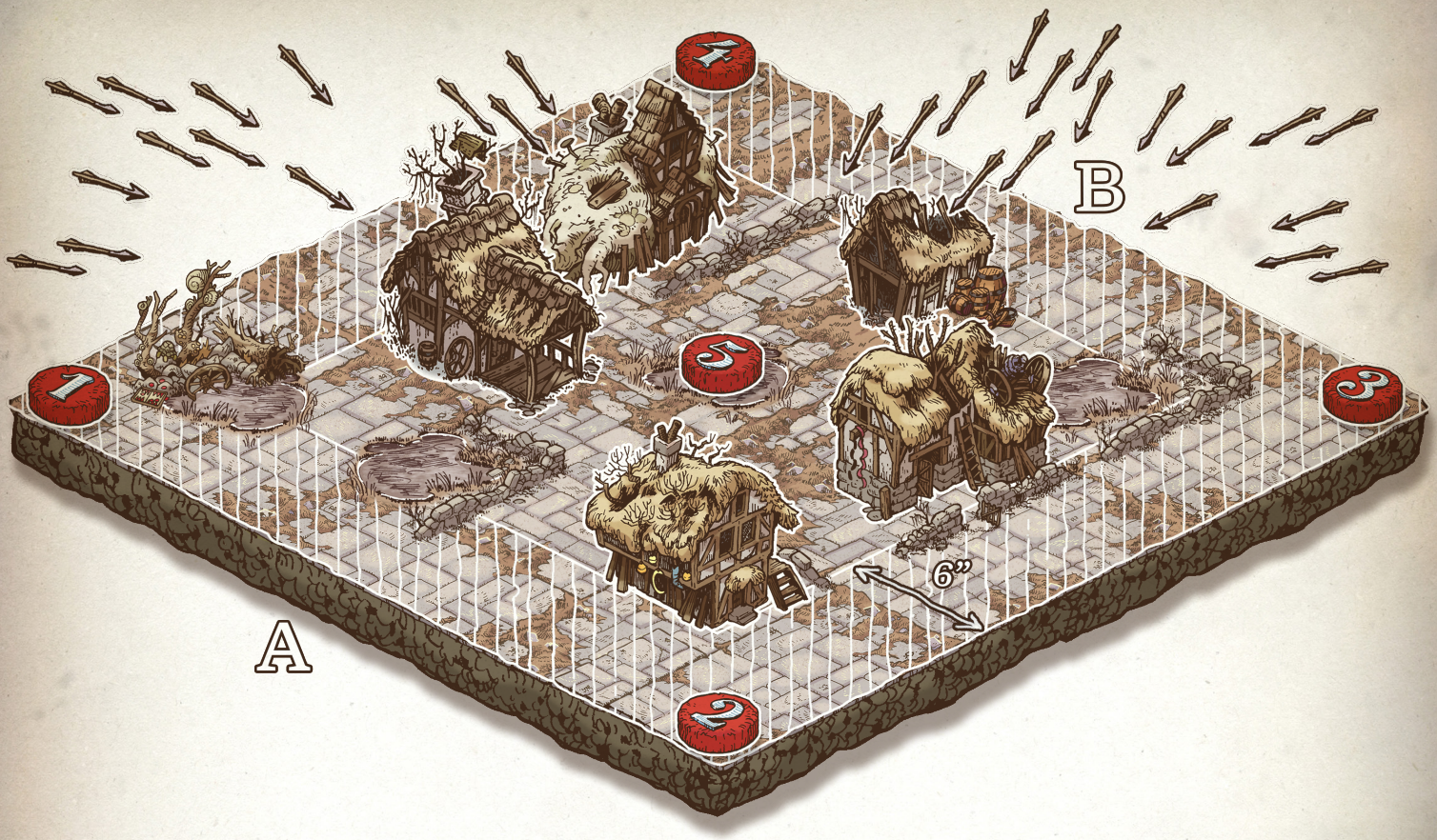
Wrath of the Mad King: If at any time the attacker loses all their Follower units, the Defender is victorious.

Scenario Blunder:

Each player has a different scenario blunder

Attacker: Realising their doom is fast approaching, the Barbican's siege cooks have filled the moat with boiling soup. The area of the board between the inner and outer zones is considered dangerous terrain for the rest of the round.

Defender: The main army has sighted the breach, and begun firing their trebuchets. Remove one piece of defensible terrain from the board, as its reduced to rubble! If there are none left, the unit is destroyed as a gigantic stone crunches their bones to mulch.



Blind Alleys

The Barbican fell on the first night, surprised by the ferocity of our vanguard. We are skulking deep within the city's inner wall, fighting boredom and the biting flies while we wait for the main army to arrive. The Traitor has slunk off somewhere, no doubt looking for rats. I do not miss it.

Board Size: 36"x 36"

Terrain Layout: Players take turns placing 1 Hovel and 1 piece of dangerous terrain on the board, outside of the deployment zone, until there are 5 Hovels and 4 pieces of dangerous terrain.

Deployment: Players deploy anywhere within their deployment zone, and within at least 12" of their board edge, **A** or **B**.

Deployment Zones: 6" from every board edge.

Objectives: Place 1 objective in each corner of the map, and the 5th objective in the centre.

Betrayal!: *The traitor has given us up to the Mad King, is there no depth to its depravity.*

At the end of round 1, move the 4 objectives in the corners of the board 6"towards the centre objective.

At the end of every successive round, move the objectives 3" closer to the centre objective.

Shot in the Back: At the start of every round, draw an imaginary line between the corner objectives, everything between this ever shrinking box and the board edges is considered dangerous terrain.

Victory Conditions: The game ends after 4 rounds. If anyone survives, the player who controls the most objective markers at the end of the 4th round is the victor. If players control the same number of objectives at the end of the 4th round, the player who last captured an objective wins.

Scenario Blunder: ***A cruel smile twisted across the King's face as he ordered more crossbows aimed at the square.***

Your opponent moves two objectives 3" in any direction.

Throne of Blood

What was left of our vanguard fought bitterly to the keep, arrows splintering off our shields, a trail of bodies heaped at our feet. Before we entered a messenger came running out of the rubble, apparently all the way from Gallowgate. The main army has been destroyed, caught in the marshes by the King's abominations.

The throne room must be here somewhere. We must end this madness.

Board Size: 36"x 36"

Terrain Layout: The boards layout consists of 4, 18 x 18" sections, totally independent from each other, as if they were 4 smaller boards.

Players take turns placing 1 piece of dangerous terrain in each square until there are 4 pieces on the board. Each section may only have a maximum of two pieces in it.

Deployment: The Attacker places their Toff and Follower units in the first section. The Defender places their Toff, the Mad King, alone in the throne room.

After this, players take it in turns to place 1 Snob and its Followers in sections, 1, 2 or 3 until all units have been deployed.

Deployment Zones: for the sake of special rules, the Attacker treats the first section as their deployment zone, and the Defender treats the throne room as their deployment zones.

Objectives: Take turns to place 1 objective within 6" of the centre of each room, then place 1 additional objective in the throne room.

Break Down the Doors: If a player manages to slay every Follower unit in a section. They may open the door to the one of the adjoining sections. Treat these two sections as if they are the both part of the same board for the rest of the battle.

Victory Conditions: The game ends after 4 rounds. If the Defender controls 3 or more objectives, they are victorious, however if at any time the Attacker kills the Mad King they are victorious.

There can be no draw, the fate of the city is in your hands.

Scenario Blunder: Mocking laughter, and screams of agony echo through the halls as the most unbelievable horrors are unleashed.

The section the unit is in counts as Dangerous Terrain for the rest of the game. **Remember, if a door is opened both sections are treated as one.**

Relics and Reliquaries

Geets, first and oldest city, home to a hundred bickering religious orders, voted 'most traumatic holiday destination' by the miserable "Not enough toads" Murkian tourist board, was famous for one thing above all else, its treasury of sacred relic artefacts.

Impossible weapons and bizarre body parts of long dead heroes, imbued with miraculous gifts of the Root. The city's relics, severed, scavenged and stolen over generations, had been massed in their thousands by its devoted inhabitants, and provided the City with a fearsome reputation.

Trouble was, thought the Sycophant, you could have too much of a good thing.

Each relic contained a substantial amount of the reality warping root wyrd, and if not properly stored became very, very, very dangerous to be around. It wasn't uncommon to see the hundred year old artefacts, perfectly preserved by the city's muggy climate, propping up old sheds and stuck down toilet, slowly infusing the furnishings with reality warping powers.

Bert picked up the Sycophant from the remains of the ladder, and wrung him out, squeezing the blood from his hunch and slapping him hard against the wall to dry.

"Another successful trip, Sir?". Was the lady pleased?"

"No, Bert, she was not".

"Not to worry Sir, times like this are always good for business."

Maddening Malefica: The Turnip world is full of mysteries beyond understanding: wyrd standards, baleful icons, magick'd weapons, poisonous potions and lurid tomes, however, these wondrous artefacts that can give your units impossible powers, do not come without a cost.

An Empty Treasury: *The Sycophant and Bert emptied their pockets. Their collected worth, would have made a starving peasant embarrassed.*

When building your Regiment, if you have sworn fealty to one of the Shattered Lance Cults, you may spend up to 25 Norberts on Relics for your Regiment.

The Shiny Norbert, a rather offensively ugly coin, minted by the city to honour the passing of the equally unpleasant King Norbet, has found a new life with the latest siege. The coin, while of dubious value to the citizens of Geets, is shiny enough to bribe the many outsiders flocking to the city, at least until the arsenic rubs off.

While it is encouraged, relics do not need to be modeled on a unit. Players should always point out which units carry which relics, and what they do, before the battle begins.

Spending Norberts: Each relic costs an amount of Norbets, the higher the cost, the rarer and more powerful the relic. You may never purchase more relics than you have Norberts, and to keep things fun and balanced, relics come with a set of limitations.

- A Regiment may never take a single relic more than once, unless explicitly stated.
- A Regiment may never have more than 3 relics at any time, including any multiples.
- A unit may only be given a maximum of 3 relics.
- A unit may never be given a single relic more than once, unless explicitly stated.
- Stump Guns and Lumps can never be given relics unless specifically stated.

Bestowing Relics: You may give relics to any unit in your Regiment, Snobs or Followers, and will grant the unit a unique special ability in addition to any it already has. Some relics come with conditions that must be met, in addition to their cost. Relics cannot be removed once the battle begins and relics do not replace equipment.

Relic Units: Sometimes a relic will allow you to take an additonal unit. Relic units behave like any other Follower, with these exceptions:

- It is not affected by Cult Regiment building limiations. For example, the Wandering Hedge Knight relic unit may be taken by the Beekeepers of Bhirr.
- **Relic units can NEVER capture objectives.**

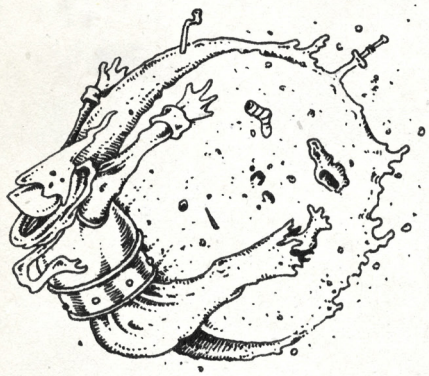
Wretched Relics

Relics usable by all Shattered Lance Cults.

➤ 1. Wandering Hedge Knight — 20 Norberts

This mysterious hermit, mounted on a disfigured steed, seeks a glorious death worthy of legend.

Add an additional unit consisting of a single Bastard, that cannot capture objectives, to your Regiment. It is deployed alongside the unit given this relic.



➤ 2. The Persistent Cheese — 8 Norberts

Some say this cheese has been rolling since the dawn of time.

At the start of the game, before deployment, place 1 unstoppable 20mm cheese on a board edge of your choice, not within 3" of any other unit. At the start of the round, it rolls 2D6" in a straight line across the board as if it was retreating. Any unit that comes in contact with the cheese must take a dangerous terrain test.

Unpleasant Footing: A unit may never end its move on top of a cheese.

If two cheeses were to ever collide, it is said the impossible impact would destroy the world (again). Treat the entire board as dangerous terrain for the rest of the game.

➤ 3. Albert's Best Friend — 5 Norberts

It is unclear what exactly Albert's unswervingly loyal creature is. Some have suggested it is possibly a new rare breed of warhound from the swamp kennels of Gnirr, others say it's just a large rat.

A unit with this relic may make a single melee attack before it is charged or shot at by an enemy unit. The attack must be targeted towards the attacking unit, and happens before any unit moves or shoots.

➤ 4. The Weaselton Pole Axe — 10 Norberts

The legendary heroes of Weaselton were found in a ditch, covered in blood and stripped of everything but their ominous two handed weapons.

This relic may only be given to a Follower unit with 6 or more models, equipped with Close Combat weapons.

This unit gains -1 Vulnerability if it has a panic token.

5. Cat Gut Bowstrings — 20 Norberts

The bowyers of Moggy Street, one of the more fashionable backstreets of Geets, are renowned for their miraculous longbows.

This relic may only be given to a Follower unit with 6 or more models, equipped with Missile weapons.

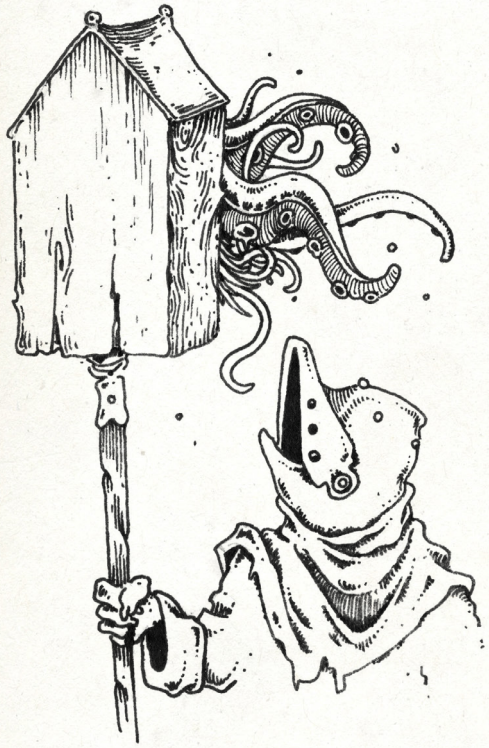
A unit with this relic may make 1 additional shooting attack for each panic token the Regiment has.

➤ 6. The Writhing Standard — 9 Norberts

This horrible creature instills the bearer with nightmares that make the unceasing terror of the battlefield seem gentle in comparison.

A unit with this relic reduces the result required to pass its Fearless roll by 1. If the unit does not already have Fearless, it instead gains Fearless 6+.

For example, a unit of Fodder given this relic, using its safety in numbers special rule, would have Fearless 2+ until it is reduced to 7 models, where it would have Fearless 6+.



➤ 7. The Wall of Flesh — 3 Norberts

Deeply respected holymen ground into a thick, glutinous, paste and smeared on a wall.

You may deploy 1 piece of cover. It is deployed, in your deployment zone, alongside the unit given this relic.

➤ 8. Goyle's Grimacing Guard — 17 Norberts

Gargoylian pavises, carved from root oak, and soaked in the Weftle peat pits. They somewhat remind you of your father.

This relic may only be given to a Follower unit equipped with Close Combat weapons.

A unit given this relic may reroll failed vulnerability rolls against shooting attacks.

➤ 9. The Bog-Barrow War Wagon — 22 Norberts

A rickety plague cart, heaped with bodies and heraldic designs.

Add 1 War Wagon to your Regiment, deployed alongside the unit given this relic. **Remember: Relic units cannot capture objectives.**

War Wagon (1 Model)

Size: 4"/6"

"You, know, these corpse piles really do make for suprisingly good gabions." - Josev Huss, Travelling Embalmer.

M	A	I	W	V
6"	3	6+	3	3+/5+

Weapons' Range: 18"

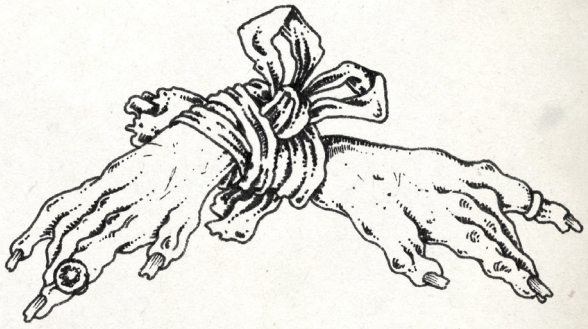
This unit is considered to be equipped with Missile weapons.

Crumbling Ruin: You may target this unit as if it were the closest, you may also choose to ignore it.

It still blocks line of sight.

The unit has a Vulnerability of 3+ against shooting attacks and 5+ against melee attacks.

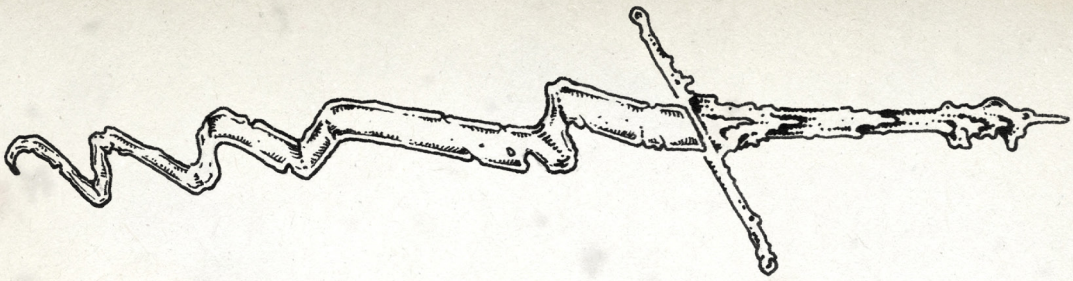
Coffin Lid Arrowslits: This unit makes 3 shooting attacks instead of the usual 1.



➤ 10. Throttler's Handhelm — 12 Norberts

The Infamous stoat throttler of Gorget Street had his enormous gnarled hands stolen after his public execution.

When this unit enters a melee, the attacker and defender must always fight at least 2 bouts.



➤ **11. The Banner of Eyes** **12 Norberts**

Multitudinous eyeballs skewered on this pitchfork squirm and twitch as if still in their sockets.

This unit may target any enemy unit within 9" as if it's the closest.

➤ **12. The Tallow Street Longsword** **6 Norberts**

A battered longsword recovered from the Tallow Street pawnbrokers. Its greasy hilt is able to ruin anyone's day.

This relic may only be given to a Snob.

A Snob given this relic may uncapture objectives captured by the enemy.

➤ **13. Fletcher's Bonesheaths** **11 Norberts**

The bones in Fletcher's arms were slowly dismantled during his last moments and formed into a set of miraculous ivory quivers.

The first time this unit shoots in a game, any wounds caused by this unit cannot be prevented by a Vulnerability roll.

➤ **14. Seeds of Fear and Loathing** **3 Norberts**

A pouch of satisfyingly crunchy seeds.

Whenever a unit with this relic rolls to see if it blunders, the unit may remove 1 panic token.

If the unit Blunders. *The unit, writhing in unparalleled agony erupts into a tangled thicket of sinuous roots, ripping the unit into pieces in a shower of blood, guts and regret.*

Somewhat bitter: Remove the unit from the board and place 1 **Hovel** in its place..

➤ **15. Tartarus the Dancing Bear** **7 Norberts**

It skulked around the walls for days, a dreadful thing, feasting on our fallen comrades. Who ever thought that it could be tamed.

The unit may add +1 to its score when working out winners and losers.

➤ **16. The Hagstone Siege Tower 9 Norberts**

"Oi, who's the prat in the pointy hat?"

You may deploy this unit inside a piece of 4"- 6" defensible terrain, the Hagstone Siege Tower. You may move the tower along with the unit, so long as it doesn't move more than 6".

If the unit with this relic moves any of its models outside of the siege tower, the tower collapses in a heap, remove the defensible terrain from the board.

➤ **17. The Wyrmskin Tambour 12 Norberts**

The beat of these ancient drums inspires even the most cowardly to march into the fray.

Any friendly unit within 6" of this unit, including itself, increases its movement by 3".

➤ **18. St. Ribbuld's Siege Ladder 19 Norberts**

All that was left of St. Ribbuld after the miraculous detonation of the Ribbuld street Artillery school was a pair of smoking boots and her wrought iron siege ladder.

This unit may move across impassable terrain as if it wasn't there. It may never end its move within 1" of impassable terrain.

Missing Wrung: This unit may move off of the board. If it does, at the start of the next round, place the unit anywhere on a random board edge.

➤ **19. Chanterelle's Second Chance 6 Norberts**

It grows. It grows. It grows. It grows. It grows.

This relic can only be given to a Snob.

After deployment, place a 20mm mushroom token anywhere on the board, not within 1" of any unit or objective. If the Snob given this relic is slain, replace the mushroom token with the Snob.

If an enemy unit moves from base to base with the token, remove the token and your Snob, as the snob's flesh is sucked out of existence by some unknown force.

➤ **20. The Bhirrian Marginalia 4 Norberts**

Skittering multicolour illuminations and drolleries, brought to life by the squench induced dreams of the monastic scribes of Bhirr.

At the start of the battle, roll 2D6. Replace this unit's Movement Characteristic with that result.

➤ **21. Cross Bows** **11 Norberts**

They're just very cross.

This relic can only be given to Follower unit equipped with Missile Weapons.

Any wounds caused by this unit as part of its Stand and Shoot attack cannot be prevented by Vulnerability rolls.

➤ **22. Thibault's Tournament Helm** **9 Norberts**

Draped with mummified entrails of countless defeated foes, Thibault the Disembowler, Ripper of Innards, Gutter of Many, met his end after choking on a piece of stale bread.

A unit gifted this relic decreases its Vulnerability by 1 against any Stand and Shoot attacks.

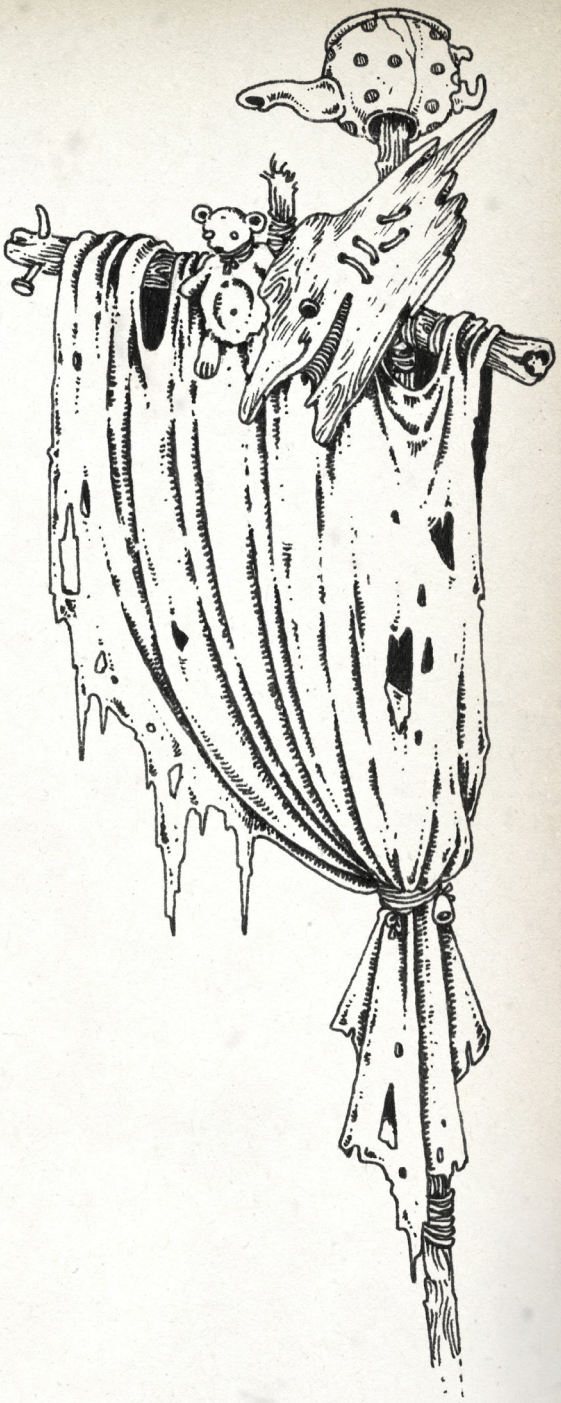
➤ **23. The Abhorrent Siege Hens** **2 Norberts**

Putrescent poultry, known far and wide across the city for their oddly shaped eggs.

This relic may only be given to a Toady.

Replace the Toady with a 40mm base full of chickens. The chickens are treated exactly the same as the Toady, with the exception that, whenever the chickens are made ready, they lay a 20mm egg token. Place the egg token in base to base contact with the chickens, not within 1" of any other unit.

Best with Soldiers: Any unit that retreats over an egg token may remove 1 panic token. Remove the egg token from the game.



➤ **24. The Regimental Colours** **17 Norberts**

A mountain of corpses lay at the feet of the colour guard before they fell. Those that gave their lives to seize this standard will never be forgotten.

A unit with this relic never retreats.

➤ **25. St. Diorama's Encampment 8 Norberts**

Warmed cockles, roasted gull, a deck chair and a cup of tea. Nothing beats a relaxing trip to the siege side.

Add 1 Hovel to your Regiment with the following ability:

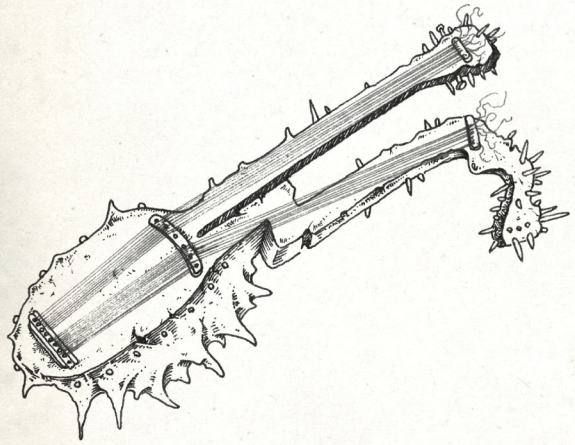
Camp Site: At the start of the round, you may return 1 model to a single friendly Follower unit on the battlefield.

The hovel is deployed alongside the unit given this relic.

➤ **26. Manacles Man Trap 3 Norberts**

"This is how I met your mother." - Stranglin' Harry.

When this unit charges, instead of this unit moving, the enemy unit must move towards this unit instead. If the enemy unit fails its panic test, it will still retreat away from this unit.



➤ **27. The Very Heavy Metal Lute 8 Norberts**

Strumming out a discordant requiem, this instrument obliterates the ear drums of anyone within not deaf from cannon fire

Lute Solo: After this unit completes a melee, all other units within 6" retreat directly away from this unit.

➤ **28. Ludgar's Mangonel 4 Norberts**

A cruder, smaller, prototype of the infamous Jambon de Guerre, still fearsome in its own right.

This relic may only be given to a Stump Gun.

The Stump gun is considered to be equipped with Missile Weapons.

➤ **29. Witches Sticky Note 25 Norberts**

The almost unreadable handwriting, full of unspeakable curses, spells out the secrets to the universe.

This relic may only be given to a Snob

The Snob may cast 1 Spell, chosen before the battle, from the Hagstone Witches Spellbook.

Follow all rules for casting, as if the Snob was a Hagstone Witch.

➤ **30. Hat of Sadness -1 Norberts**

"I found it in the gutter, and I picked it up, and I put it on my head." - Bert

This relic may only be given to a Follower unit.

A unit with this relic starts the game with 1 panic token.

Taking this relic gives you 1 additional Norbert to spend.

Shattered Lance Cults

An impossible host was gathering: ranks upon ranks of sergeants and spearmen, shaking, cold rain rattling off their helms. Peasant archers drawn from across the countryside, stretched their sore muscles, worn from endless days on the march. Mounted men at arms whipped their squires trying desperately to control their restless chargers.

It was the largest, most repugnant, levy of marsh baronies, petty kingdoms, and exiled nobles he had ever seen.

Unless the Sycophant could get this horde, plagued by infighting, to listen to his advice, they would all be dead by morning.

Realm at War: On the following pages you will find a set of 6 exciting new Cults, that can be found within the crumbling capital of Cist, The Shattered Lance Cults. Each Cult has been designed to provide a fair challenge when matched against any Cult from the Turnip28 Core Rules or any other Turnip28 Expansion.

Players should always feel free to use both wretched and Cult relics when building their Regiment for competitive play.

Remember: Only Shattered Lance Cults can use relics.

Toads: Its recommended players get comfortable with the Core Rules before swearing allegiance to any Shattered Lance Cults. If players are determined to jump straight in, the Shattered Lance Cults have been split into three tiers of complexity:

- **Toadpole (Green):** The most straightforward Cults with limited or no new units.
- **Toadlet (Amber):** Cults that require slightly more investment from the player, often with a single core mechanic which can be mastered.
- **Toad (Red):** The most involved Cults, asking a player for many new units or providing the player with dramatically different ways to play.

Choosing a Shattered Lance Cult: Swearing your oaths, and becoming a vassal of one of the Shattered Lance Cult requires equal parts staunch honour and duplicitous treachery. Like those in the Core Rules, a player may only use ONE Shattered Lance Cult and its units at a time.

Shattered Lance Cult Rules: If a Shattered Lance Cult's rule seems to contradict a rule in the Core Rules, the Shattered Lance Cult rules always supersedes it.

Cult Relics: Each Cult comes with a set of unique and powerful Cult relics.

Cult Relics can be purchased in the same way as wretched relics, but may only ever used by their respective Cult. You may never use another Cult's Relics, even if you share an ability or unit.

The Butcher Brigade

Gangly arms dangled unconvincingly from the parapet as Collin, an unpleasantly pimpled youth and product of the local unemployment abattoirs, attempted to scrape yet another carcass off the city walls.

"This one must be an abbot." Mused Collin, chiselling at the ghastly remains with his billhook.

"What do you reckon?" Collin asked his only friend, the mildly psychopathic spit dog, Bratwurst.

Meat and Potatoes: *The desperate survivors of a somewhat self-inflicted siege, the Butcher Brigade are miserable peasants picking a living from the rotting animal and human remains catapulted over their castle walls.*

When building your Regiment, you may not take more than 1 Follower with fewer than 6 models. You may take up to 2 units of Slaughterhouse Yeomen.

Slaughterhouse Yeomen (12 Models)
Base Size: 20mm/30mm

"Please stop squirming and get in the grinder."

M	A	I	W	V
6"	1	7+	1	6+

Weapon's Range: 18"

This unit can be equipped with Missile or Close Combat weapons.

Loose Arrows!: Each model in this unit makes 2 shooting attacks instead of the usual 1.

Blessed are the Sausage Makers: If this unit has 8 or more models, it increases its Attack (**A**) by 1 and has **Fearless**.

A Sausage in Every Pocket: *Putrid piemen work a thriving trade in strange meats.*

You can spend 10 additional Norberts when building your Regiment. In addition, you may purchase up to 4 relics, instead of the usual 3.

Cult Relics: *"A sausage is not a relic! I don't care how many times you tell me Collin, its time to move out of this hovel. You're 36 years old."*

1. **The Brigadier's Blood Pudding: 10 Norberts**

   If this unit has 8 or more models, it has **Sharpshooter:** (see Chaff, page 30 of the Core Rules.)

2. **Pigstick Palisades: 5 Norberts**

   You may purchase this relic twice.

   If this unit is charged, increase the enemy Inaccuracy by 1, for the first bout of the melee.

   Players may wish to model a set of sharpened stakes for their unit, but they only act as a token and not a piece of terrain.

3. **Sausage Skin Drum: 5 Norberts**

   This relic may only gifted to a Snob.

   Every time this Snob orders a unit, you may transfer up to 2 models to, or from, another friendly Follower unit that shares the same name.

- The models must be placed in coherency.
- The models may not be placed within 9" of an enemy unit.
- The models may not be placed within 1" of an objective, terrain or another friendly unit.
- You may never exceed a unit's starting size, given in its unit profile.

How They Play

"Most gluttonous sausage lord, coughed the Sycophant trying not the breathe in the stench of the abattoir throne room, your butchers need you."

Hobble the Nobs: The Butcher Brigade is for players wanting to engage in the age old past-time of shooting hundreds of arrows into the hungover eyes of haughty aristocrats. Spoil your Yeomen with relics, and keep their numbers up, to create a deadly battleline and punish the impetuous charges of the enemy knights.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Bestowing Relics:** ***Sycophant, you disgusting worm, can I give one of my units 4 relics?***

  No, you may still only ever give a single unit a maximum of 3 relics.

- **Relic Units:** ***Little advisor, tell me, do relic units like the Wandering Hedge Knight count towards the limit on units consisting of fewer than 6 models?***

  No. Relic units are not affected by Regiment Building limitations.

Knights of the Shattered Lance

The lance struck the yeoman in the face, concentrating the unstoppable force of the charge into a single deadly point. The knight felt his lance flex as it hit, tearing its way through helm and visor, rupturing the tightly locked mail rings of the coif, and pulping the man's skull like an old turnip.

Nobless Oblige: *The Knights of the Shattered Lance are an order of landed murderers and killers obsessed their own twisted code of honour.*

When building your Regiment, you, my irksome viscount, are lucky enough to be able to take up to 2 units of the **Noble Lancers**.

In addition, you must take at least 2 units of Cavalry Followers, and must never stoop so low as to take a Lump**. Noble Lancers count as Cavalry Followers.**

Chivalric Distress: Follower units you control may NEVER target enemy Snobs.

Noble Lancers (6 Models)

Base Size: 40mm/75mm

"I wouldn't even spit on your grave."

M	A	I	W	V
12"	2	5+	2	6+

Weapon's Range: 12"

May be armed with Close Combat weapons or Pistols and Sabres, see Snobs Equipment, page 29 of the Core Rules.

Beneath Contempt: This unit MAY ignore any friendly or enemy Non Cavalry Follower units when picking targets and checking for line of sight.

Roughshod Riders: This unit may move through friendly or enemy Non Cavalry Follower units when charging.

Any units charged through this way must take a dangerous terrain test at the end of the Lancer's move.

Cult Relics: *"Pisspots and Horse slop, what do you mean my armour doesn't fit?"*

A team of sweating squires, pulled with all their might in an attempt to lace the Lancer's corset.

"Try harder, you fools, the joust begins in 20 minutes."

1. **'Orrible Oriflame: 15 Norberts**

   This relic can only be gifted to a Follower Unit:

   A unit with this blood red banner, decreases its vulnerability by 2 if it charged this round.

2. **Rootling Squires: 18 Norberts**

   You may take an additional unit of Rootlings consisting of only 3 Rootling models.

3. **The Shattered Lance 23 Norberts**

   This relic may only gifted to a Snob. Increase the attack of this snob by 30.

How They Play

"Noble sire, please have pity on this poor advisor. I know you think me not worthy, but I beseech you, call off your steed. Bert doesn't have many fingers left."

Living Speed Bumps: The Knights of the Shattered Lance reward players without a shred of mercy. Shield your heroic champions with disposable peasants and Rootlings, then crash through them with your cavalry and crush your opponent's most vulnerable units. Each of your Cult relics is powerful beyond measure, so choose wisely, you can only afford one.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Lords and Ladies:** ***Sycophant, you useless prattler, do my Followers ignore snobs when working out which unit is closest?***

  Yes.

- **Charging Through Units:** ***What happens when my Noble Lancers charge through a unit, but can't get all the way across?***

  If it is not possible to move across another unit as part of a charge, either because the charging unit cannot move far enough, or cannot be placed in cohesion on the other side, it instead stops in front of the unit it attempted to charge across, doesn't move any further, and the charge is failed.

- **The Shattered Lance:** ***Really, Sycophant, 30 additional attacks?***

  Yes.

- **Rootling Squires:** ***Advisor, tell me how I deploy my relic unit of Rootling Squires?***

  When you deploy the unit with the relic unit, you must also deploy the relic unit, in this case, the *Rootling Squires*. The relic unit can be deployed anywhere in your deployment zone.

  If your unit arrives on to the board later in the game, the relic unit is also placed, following all rules given in the scenario.

  When Rootling Squires use **Uproot**, and return to the battle. They return as the relic unit of 3 models, not the usual 6.

Beekeepers of Bhir

"What of the alliance?" The Baron spoke to the shadows, his voice little more than a whisper.

"A bargain indeed, my Lord." The hooded figure, hidden behind tattered robes, shambled from the gloom and into the candlelight. "Our war cloisters empty at your command, sire. A levy of cenobite drones, hieromonk broodlings, each a brother in pain and torment."

The Hive Marches for Geets: *The Baron shrank back into his chair, his haggard face a mask of fear.*

"And her Majesty?".

Cackling laughter burst from behind the figure's mask.

"The Queen, Mother of Torture, will be here by morning."

When building your Regiment, you may never take units of Brutes, instead, you may take up to 2 units of **Hive Brethren** as Followers.

Monastic Brotherhood: In addition, you may not take Bastards as Followers when building your Regiment.

Hive Brethren (6 Models)
Base Size: 20mm/30mm

Honeyed words speak of delicious pain.

M	A	I	W	V
6"	2	5+	1	5+

Weapon's Range: 18"

This unit must be equipped with Blackpowder weapons.

Horror Swarm: *Multitudes of indescribable stinging insects make their homes in the ruined bodies of the Beekeepers.*

Whenever a friendly unit shoots, the target enemy unit receives 1 extra panic token for each other unit with **Horror Swarm** within 18" (of the target).

Fearless: See Brutes, page 30 of the core rules..

Communal Agony: If a Follower unit you control loses 2 or more models from a shooting engagement or melee bout, the closest friendly Follower unit within 18" immediately shoots the enemy that caused the wounds

The unit can only shoot if able, any wounds caused count towards working out winners and losers.

Cult Relics: *"Scour the combs for sacred artefacts drones. Geets must suffer."*

1. **Hive Pot Grenades:** **5 Norberts**

   You may purchase this relic up to 3 times.

   If this unit shoots an enemy unit within a piece of terrain, it reduces its Inaccuracy by 1.

2. **Torture Larvae:** **10 Norberts**

   This unit gains the **Horror Swarm** special rule, see Hive Brethren.

3. **Matriarch's Barb:** **10 Norberts**

   This relic may only be gifted to a Lump.

   This unit gains **Fly**.

"Bzz, my Lady."

Hiveminded: The Beekeepers of Bhir are a swarming aggressive gun-line, working together to pour fire into those who offend them. Monks are surprisingly keen on wedlock, so not being able to take Bastards can be painful. Players may wish to reinforce their panic spewing Regiment with the Wandering Hedge Knight relic with **Bowel Loosening Charge** instead.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Communal Agony:** ***Bzz yourself, my repellent squireling. Does Communal Agony place a powder token?***

  Yes.

Ludgar's Loathsome Siegeworks

Ludgar Gobin-Pôxx spent his youth knee-deep in gore as a pigsticker in the trembling ranks of the Butcher Brigade's accounting division. Sword in hand, Ludgar endured years of unspeakable algebra, until one night, during yet another failed assault on the Inner Wall, he discovered, wedged in the beard of a dying catapultist, blueprints for an incredible long-distance hog delivery system.

Bankrupt the Treasury: When building your Regiment, you must take the ludicrously expensive, counterweight Trebuchet, *Jambon de Guerre* as a Follower unit. In addition, you may never take units with Blackpowder weapons when building your Regiment.

Jambon de Guerre (1 Model)
Base Size: 80mm/130mm

"Le porc sportif".

M	A	I	W	V
0"	6	6+	6	5+

Weapon's Range: 80"

Jambon de Guerre is considered to be equipped with Missile weapons.

Ammunition:

- **Squealing Plague Hogs**

  Make 1D6 shooting attacks. 2D6 if the target unit has 6 or more models.

  This attack generates D3 Carcass Markers.

- **Festering Cow Corpse**

  Make 3 shooting attacks. Each successful hit causes 2 wounds.

  This attack generates 1 Carcass Marker.

Gruesome Deluge: *Farm animals splatter the battlefield.*

After this unit shoots, place that many 40mm Carcass Markers in base-to-base with the target. **Maximum: 6 Carcass Markers on the board.**

Pestilent Earth: If a Carcass marker is placed within a piece of Dangerous Terrain or Defensible Terrain, the entire piece is considered a Carcass marker.

The Yellow Pox: Enemy units must increase their Inaccuracy and Vulnerability characteristics by the number of Carcass Markers within 6".

This unit has **Unstable Icon**, **Stubborn Fanatics**, and **Preliminary Bombardment.** See the Stump Gun, page 32 of the Core Rules

Cult Relics: *"Ludgar's followers carried with them the rotting remains of long dead animals. Chanting and cheering. Squealing bladder pets sending their souls skywards".*

1. **Rillette's Leprous Livestock:** **9 Norberts**

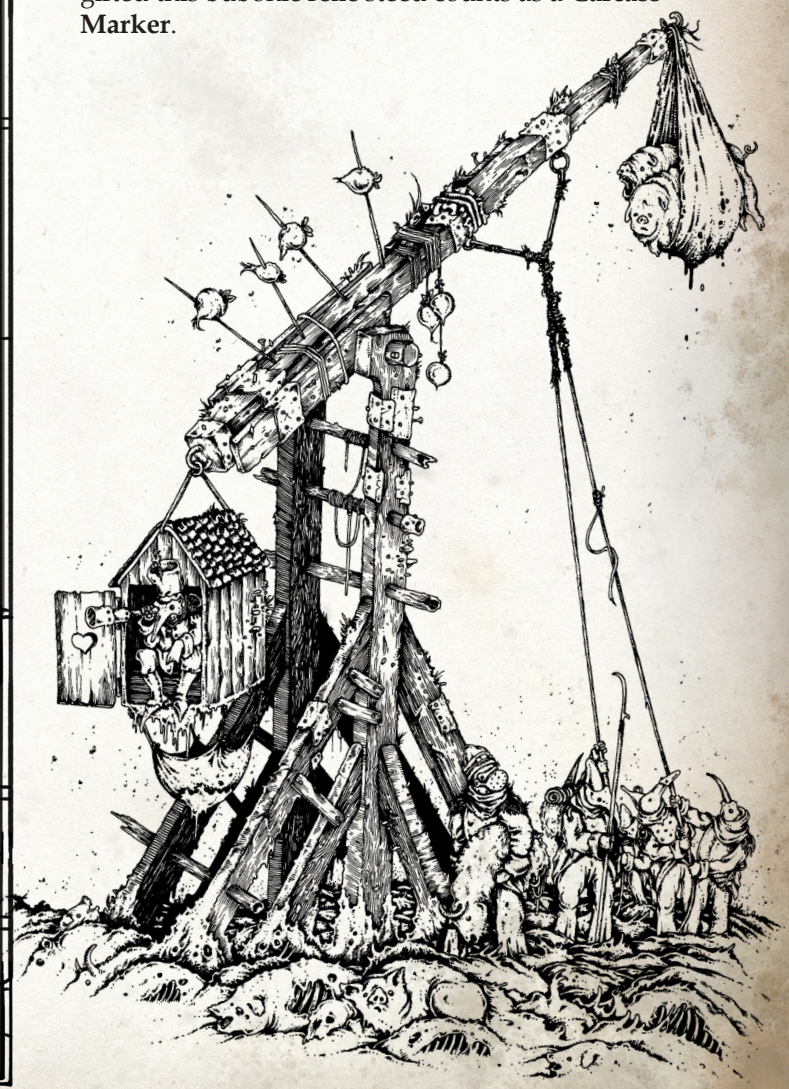
   Units gifted this relic gain **Fearless** if they fight in a melee or shooting engorgement with an enemy unit with modified characteristics.

   Ortolan's Blanket: **13 Norberts**

   Units gifted this relic gain **Skirmish** if they are within 6" of a Carcass or Objective Marker.

2. **Bifteck's Orrible 'Orse:** **7 Norberts**

   This relic may only be gifted to a Snob. A unit gifted this bubonic relic steed counts as a **Carcass Marker**.



How They Play

"Most esteemed engineer, your reputation precedes you. I have lost many of my best scriveners to your chittering typhus."

Hog Dropper: Ludgar's Loathsome Siegeworks hurls plague across the battlefield, spreading disease, slowly wearing down the enemy with ever greater numbers of carcass tokens. Target defenders on the walls, or push them into the dangerous terrain, before targeting them with your trebuchet, to increase the spread of your plague across whole quarters of the battlefield.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Gruesome Deluge:** ***Learned advisor, pray tell, when do I exactly place my Carcas Marker?***

  You must place your Carcass Marker before the target enemy unit retreats, and if you manage to completely destroy the enemy unit, before the last model is removed.

- **Carcass Markers:** ***Sycophant! What happens when I run out of Markers?***

  If you have to place Carcass Markers when you already have 6 on the board, remove an equal number of existing marker, then place all the new markers in one go.

  Additionally, Carcass Markers behave just like Objective Markers. Models may move freely across them, but may never end their move ontop of them.

Hagstone Witches

"Don't you listen to those mead swilling wicker virgins Baron." Gurgled the Crone, stopping briefly to spoon a suspiciously charismatic amphibian out of her cauldron.

"A little soup. That's all you need, m'lord."

Marsh Covens: *Spellcasters, hexers and an extreme danger to everyone they meet.*

Each of your snobs is a Witch! Witches behave exactly the same as Snobs, with one exception. They have access to the mysterious *Spellbook of the Mundane Arts*.

In addition, when building your Regiment, you may never take Lumps, Bastards or Stump Guns as Followers. Instead you may take up to 2 Hagstone Abominations.

Mistresses of the Mundane Arts: Each Witch has access to the spells from the *Spell book of Mundane Arts*, on the page opposite.

Casting the Runes: Each spell provides you with its effects, target, when it can be cast, and casting cost.

You may only cast 1 spell a Round.

To Cast a Spell: Pick a Witch, choose an eligible target, and take a dangerous terrain test.

- If the test is passed, the spell is cast successfully.
- If the test is failed and the spell is not cast. Instead, something horrible has happened to the Witch...

Volatile Magicks: The twisting of fate is not without its risks. Witches call out to the unseen whisperers that lurk between spaces, gorging themselves on the screams and terror of the battlefield.

If a Witch fails to cast a spell, reality twists in on itself and the Witch, imploding, **Transforms** into a *Hagstone Abomination*.

Hagstone Abomination: (1 Models)
Base Size: 40mm/80mm

"It slithered out of the cauldron, a stain on the hellish world that birthed it."

M	A	I	W	V
9"	3	6+	2	X+

The Abomination is considered to be equipped with Close Combat weapons and has the **Murderous Violence** and **Impenetrable Bulk** special rules, see **Lumps** page 33 of the Core Rules.

Obscene Spasms: At the end of a melee, the enemy receives 1 additional panic token for each successful hit the abomination made in the last bout.

Unstable Physiognomy: At end of the round, the Abomination gains 2 panic tokens.

Cult Relics: *"Those aren't Familiars, they're just your pets."*

1. **Odious Wilfred:** **6 Norberts**

   Units with this have **Vanguard**, see Chaff, page 30 of the Core Rules.

2. **Pondering Tom:** **6 Norberts**

   This relic may only be given to a Witch.

   Once per game, you may cast 1 extra spell a round.

3. **Barry the Soup Cat:** **6 Norberts**

   This relic may only be given to an friendly or enemy unit after deployment.

   The unit gifted this relic can have any number of panic tokens.

Spellbook of the Mundane Arts

Raised from birth among the Gallowmarsh wyrds, Witches are able to glimpse beyond what mortal eyes can see.

Each spell can only be cast on a target within 18" of the Witch, and if the *casting cost* is met. The target must have at least as many panic tokens as the spells casting cost. When the spell is cast, no panic tokens are removed.

Transformations: When a unit transforms, remove its models, one at a time, until 1 model remains. Next, place the transformation, in most cases a Hagstone Abomination, in base to base with the remaining model. Finally remove the last model in the unit, completing the transformation. Transformations may not be placed within 1" of another unit or objective. A transforming unit is considered a new unit, but retains any tokens the old unit had.

There can never be more than 2 Hagstone Abominations you control on the board at any time.

1. **Bodyscream Soup (Casting Cost: 2)**

   The witch cackles as the puppeted unit is forced in a writhing dance that breaks its bones and tears its limbs apart.

   You may cast this spell on target Follower unit whenever you make ready a Witch.

   Target unit suffers D3 wounds, D3 panic and retreats D3" directly away from the Witch. The unit can make vulnerability rolls against the inflicted wounds.

   If this spell would slay the target, instead it transforms into a Hagstone Abomination you control.

2. **Eyes of Blindness (Casting Cost: 3)**

   Black blood and eye sockets.

   You may cast this spell on target enemy unit whenever you make ready a Witch.

   Target unit receives 1 Panic. Your opponent must tell you which Follower unit they will order next. They cannot lie to a Witch.

3. **Meat Sphere Mania (Casting Cost: 4)**

   The witch curls an arthritic finger and the unit congeals, bodies knitting together in mass of flesh.

   You may cast this spell on target Follower unit whenever you make ready a Witch.

   Transform target unit into a Hagstone Abomination. It must take a panic test. If passed, the enemy controls it. Otherwise you do.

   Transform the Meat Sphere back into its original form at the end of the round.

4. **Bewitching of the Butter (Casting Cost: 4)**

   The Witches melt into stinking tallow, their liquid skin slipping and sliding its way across the battlefield towards the enemy

   You may cast this spell on target unit whenever you make ready a Witch.

   All Witches you control gain **Bowel Loosening Charge** until the end of the round.

5. **Delicious Immortality (Casting Cost: 5)**

   Wrinkles on the crone's forrid fold and crease in bizarre patterns as the unit dies.

   You may cast this spell on target Follower unit whenever **your opponent** enters a melee or shooting engagement.

   Any wounds target unit receives this round are instead inflicted on its attacker. At the end of the round, the unit is slain.

6. **By the Clucking of the Hens (Casting Cost: 6)**

   A witches hut, alone in the darkness, built of skin and bone.

   You may cast this spell on target **enemy** Follower unit whenever **your opponent** enters a melee or shooting engagement.

   Target unit transforms into a rotting chicken coop overflowing with eggs that scream incomprehensible gibberish at passers by.

   Target unit transforms into a Hovel.

How They Play

Speak if you can. What are you?

Not you o'er there, hiding in the bush,

the other one. The woman in the hat.

A Cauldron of Sorrow: The Hagstone Witches ask the question: Just how many shuddering horrors does one Regiment need? Players will need to master the Mundane Arts, and use their witches to find unsual answers to the common problems. Often the answer to those problems is just one more Hagstone Abomination.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Transforming into Combat:** ***Sycophant, pray tell, how does one transform a unit that is engaged in a melee?***

  Place the transformation, making sure its in base to base contact with the enemy, and resolve the melee as normal.

  Remember: The Transformation keeps any tokens it might have had, but arrives as a new unit, as if it hadn't taken any wounds.

- **Relic'd Abominations:** ***Is it possible for a Hagstone Abomination to take a relic?***

  No.

  However, if a unit transforms into a Hagstone Abomination, it retains any relics it had.

- **Transforming into Multiple Models:** ***You there, Sycophant, instruct me on how one might transform a unit into several models?***

  Place the first model on the board, making sure to obey the tranformation rules, then proceed to place the rest of the unit's models, one at a time, until all models are on the board. You must make sure to place the models so that they are within coherency.

  You may NEVER capture an objective this way.

- **New Abominations:** ***Little lad with the beak, what happens I need to place a Hagstone Abomination on the board, but I have reached the limit of 2?***

  Pick a Hagstone Abomination you control and remove it from the board, then place the new Hagstone Abomination.

Futberg

'Awk's Aviary

"We discovered the remains of the scouts strewn across the road, their steeds torn limb from limb, bellies split and bones gnawed to splinters."

Out of the Pit: *The Ruler of Geets, has, in a desperate bid to remain on the throne, unleashed unthinkable.*

When building your regiment, you must replace your Toff's 2 Followers with the large and barely controllable Colossal Screech Wyrm.

Ravenous Horror: Whenever the Screech Wyrm is ordered, it must feed: Pick another Follower unit you control, closest to the Screech Wyrm, and remove D3 Models.

Cult Relics: *Hidden in secret caves deep within the city, far from the Barons' prying eyes, decrepit falconers, beast tamers and hound masters, schooled in the secret art of wyrming, practised their wyrmery.*

The Screech Wyrm is far too horrible to be given a Relic

1. **Geetian Thoroughbreds:** **5 Norberts**

   Units gifted this relic gain the **Fly** special rule:

   Fly: Units with this ability may move across other units and pieces of dangerous terrain as if they weren't there.

2. **Scale Plate Shields:** **12 Norberts**

   Enemy Follower units consisting of 1 model in its unit profile must increase their Inaccuracy by 1 when attacking a unit with this relic.

3. **Pleasant's Flock:** **7 Norberts**

   May only be given to a Follower unit with 3 or fewer models, including Lumps and Stump Guns.

   At the start of the game add D3 Sheep tokens to the unit.

   Whenever a model is removed from the unit, you may remove 1 sheep token instead.

Colossal Screech Wyrm (1 Model)

Base Size: 100mm/130mm

The creature, ancient and ugly, drooling with insatiable hunger, unfurled its leathery wings.

M	A	I	W	V
36"	8	5+	8	6+

With its slavering jaws and wicked talons, this unit is considered to be equipped with Close Combat Weapons.

The Screech Wyrm has the **Fly, Fearless** and **Dash** special rules.

Why Won't it Die?: If this unit would be slain or removed from play, instead, at the start of the next round, return to the board, anywhere, not within 1" of any other unit or objective.

Each time the Screech Wyrm returns to the battlefield, it degrades into its next state. Every time it degrades, it loses any special rules or tokens it had previously. Only after it has been slain 3 times is it finally defeated.

2nd State: Enraged Screech Wyrm

The beast crashes to earth, its wings torn to ribbons.

M	A	I	W	V
6"	16	6+	8	6+

Weapon's Range: 18"

Spewing acid bile and screams of agony, this unit is considered to be equipped with Missile Weapons.

Discordant Disgorge: This unit may make 3D6 shooting attacks instead of 1.

3rd State: Headless Screech Wyrm

Blood spraying from its neck, the beast writhes in pain.

M	A	I	W	V
0"	32	7+	4	6+

The beast uses its bloody stump to beat its foes to death, this unit is considered to be equipped with Close Combat Weapons.

Bitter Vengeance: This unit cannot capture objectives and can only use the Charge order.

How They Play

"Majesty, you must wake from this impossible dream. That thing will not stop until it has devoured all our kin, burnt our homes to cinders, and claimed the city as its nest. The lance does not matter, the crown does not matter, please, I beg you. It will be our doom."

Massive Dragon: 'Awk's Aviary gives players control of the largest creature ever to stalk the battlefields of Turnip28. It's bigger than anything ever thought possible, and perfect for players looking to take the role of an end game boss monster. You will have to master its 3 states, utilising its movement, shooting and finally its rage to compensate for its endless hunger. Watch out, when it runs out of food, it might just eat itself.

Frequently Asked Questions: Helpful clarifications and explanations.

- **Lack of Good Food:** ***Wretched Advisor, pray tell, what does the Screech Wyrm eat when I have no more Followers left?***

  If there are no other Follower units, you control, on the board when the Screech Wyrm has to feed, it may complete its order as normal, however, if the Colossal Screech Wyrm does not kill at least 1 model in a melee as part of its order, **it eats itself.**

Credits

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Special thanks to all my patrons for their unwavering support in the face of complete and utter disaster, and shrimp.